

## Ellendrin Spells

### Improved Haste

Transmutation

**Level:** Sor/Wiz 6, Avoidance 6

**Components:** V,S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 round/level

**Description:**

Target creature moves and acts at a highly accelerated rate creating multiple benefits.

On his turn, the subject may take an extra standard action, either before or after his regular action.

The subject also gains a +6 bonus to AC. He loses this bonus whenever he would lose a dodge bonus.

The subject can jump 2x as far as normal. This increase counts as an enhancement bonus. Each round a creature is under the effect of this spell they take 1d8 damage at the start of the round due to their accelerated rate.

### Mass Improved Haste

Transmutation

**Level:** Sor/Wiz 9, Avoidance 9

**Targets:** 1 creature/2 levels, no two of which can be more than 30 ft. apart

**Description:**

As *Improved Haste*, except that it affects multiple creatures.

### Diminutive Dexterity

Transmutation

**Level:** Cleric 5, Avoidance 5

**Components:** V,S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Description:**

You shrink to one half your height, gear changing proportionally.

This shrinking has the following effects:

- You gain a +4 enhancement bonus to your DEX
- Your size goes down one step altering your AC and attacks accordingly
- Mass decreases by a factor of 8
- Weapons still do normal damage

### Dexterity of Ellendrin

Transmutation

**Level:** Avoidance 8

**Components:** V

**Casting Time:** 1 action

**Range:** Medium (100 ft. +10 ft./level)

**Target:** 1 creature/ten levels, no two of which can be more than 30 ft. apart

**Duration:** 1 round/two levels

**Description:**

You imbue the targets with supernatural dexterity ability. The recipients of this spell gain an enhancement bonus to their Dexterity equal to your level for the duration of the spell. The recipients also gain improved evasion as per the spell, all Uncanny Dodge abilities, all Dexterity based skills get a +6 competence bonus and are granted the feats Combat Reflexes, Dodge, Mobility and Weapon Finesse in weapon of choice for the duration of the spell.

### **Evasion**

Transmutation

**Level:** Sor/Wiz 4, Avoidance 4

**Components:** V,S

**Casting Time:** 1 action

**Range:** Medium

**Target:** 1 creature

**Duration:** 1 minute/level

**Description:**

This spell grants the target creature free use of the Evasion special ability (page 39, PHB). If the subject has the evasion ability already (not through use of this spell) he/she gains the Improved Evasion feat.

### **Improved Evasion**

Transmutation

**Level:** Sor/Wiz 7, Avoidance 7

**Components:** V,S

**Casting Time:** 1 action

**Range:** Medium

**Target:** 1 creature

**Duration:** 1 minute/level

**Description:**

This spell grants the target creature free use of the Improved Evasion special ability (page 40, PHB). If the subject has the Improved Evasion ability already (not through use of any spell) he/she gains the Supreme Evasion special ability.\*

\*Supreme Evasion: Like the Improved Evasion ability when making a reflex save except that the person cannot be caught flat-footed and gets to make reflex saves as though they had the Evasion ability when they are surprised by a spell.

### **Dodge**

Transmutation

**Level:** Sor/Wiz 3, Avoidance 3

**Components:** V

**Casting Time:** 1 action

**Range:** Medium

**Target:** 1 creature

**Duration:** 1 hour/level

**Description:**

You imbue a single person with extraordinary reflexes granting the subject a +1 dodge bonus to AC/4 levels. This also grants the Uncanny Dodge ability (Dex bonus to AC) special ability (page 25, PHB).

### **Avoidance Domain**

**Deity:** Ellendrin

**Granted Power:** You can perform a feat of Dexterity; the supernatural ability to gain an enhancement bonus to Dexterity equal to your level. Activating the power is free action, the power lasts 1 round/3 levels and is usable once per day.

**Avoidance Domain Spells:**

- 1 Expeditious Retreat- Doubles speed
- 2 Cat's Grace- Subject gains 1d4+1 Dex for 1hr./level
- 3 Dodge- Subject gains +1 dodge bonus to AC/four levels
- 4 Evasion- Subject gains Evasion
- 5 Diminutive Dexterity- Size decreases and you gain +4 Dex
- 6 Improved Haste- Subject gains an extra standard action
- 7 Improved Evasion- Subject gains Improved Evasion
- 8 Dexterity of Ellendrin- +1 Dex/level to target
- 9 Mass Improved Haste- As Improved Haste with multiple subjects